

CAMPAIGN SERIES

1945  
1941

FRONT

TRILUMINITY'S  
EASTERN



TRILUMINITY

empire





## I. Introduction

By June 1941, Adolf Hitler had prepared his armed forces to fulfill his dream, the invasion and destruction of the Soviet Union. He believed the campaign, named "Operation Barbarossa," would be won in a single season. With seven armies, four Panzer groups and three air fleets poised to march across the Russian homeland and wipe it from the face of the earth, the assault on the East Front would begin and forever change history.

The Red Army, however, was not prepared to let the invaders take over their homeland. The campaign raged on much longer than planned by Hitler. His armies made it to the outskirts of Moscow; however, the city would not fall. Even though the German army possessed a technological advantage, it was not enough to win in the face of overwhelming odds and the brutal Russian winters. The Soviets suffered stunning losses during 1941 and 1942 but they were losses it could afford. In fact, a stronger, more powerful army emerged. It was this new Red Army that took to the field in 1943 and annihilated the German armor at Kursk. In the end, it would take two more years to drive the invaders back into Germany. In May 1945, Soviet tanks roamed the streets of Berlin. Joseph Stalin's massive Red Army had proven victorious in the conflict, one whose size and sheer viciousness had been unprecedented in the annals of war.

Welcome to *TalonSoft's East Front*.

*TalonSoft's East Front* is a tactical level game of the most important battles of this war. Refight these famous battles as a member of Hitler's Wehrmacht or Stalin's Red Army, the choice is yours. You have the option of playing single battles or trying your hand at a full-fledged campaign consisting of numerous linked scenarios. Finally, if you're tired of playing against the computer and ready for a real challenge, the game allows you to play against others. Anyway you decide to play however, you'll soon discover that *TalonSoft's East Front* is easy to learn but a difficult one to master.

Each battle-scenario is played on its own historically accurate representation of the terrain. Movement and combat are regulated by the use of a hex-grid. Each hex on this grid is equal to 250 meters; therefore, a mile is equivalent to about 64 hexes. Each scenario consists of a number of Game Turns in which both you and your opponent have an opportunity to move your troops and engage in combat. Each Game Turn is equivalent to about six minutes of real time. At the conclusion of these Game Turns, the scenario is ended and a winner is determined. Note that victory conditions are different according to the scenario being played.

Those familiar with other TalonSoft games, specifically the Battleground™ series, will find a new, challenging, more fun style of gameplay, with all the historical details that you have come to expect from us.

For players new to TalonSoft games, you couldn't have picked a better game to start with!

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### III. Getting Started

There are a variety of ways to play *TalonSoft's East Front*. The original game is designed for campaign play, to allow you to lead your forces through history. However, it may be easier for you to start with one of our numerous pre-made scenarios based on actual battles that were fought. Of course, if you think you can do better, you can also design your own scenarios from scratch.

#### Selecting Your Game

The main selection screen will allow you to choose which type of scenario you wish to play.

**Play Scenario** - Selecting this option will allow you to choose from a variety of pre-designed scenarios. For details on playing a scenario, see section IV. Playing a Scenario.

**Play Campaign** - Selecting this option will allow you to choose a character and start a campaign of different scenarios that will take you through World War II. For details on Starting and Resuming a Campaign, see section V. Campaign Game.

**Generate Battle** - Selecting this option will allow you create the basic details of a scenario that will be created at random for you. For details on generating a battle, see section VI. Editors.

**Edit Scenario** - Selecting this option will allow you to create your own scenarios. For details on creating your own scenarios, see section VI. Editors.

**Edit Map** - This option will allow you create your own map for your designed scenarios. For details on creating your own scenarios, see section VI. Editors.

**Edit Order of Battle (OOB)** - This option will allow you to create which units will be available to you in your designed scenarios. For details on creating your own scenarios, see section VI. Editors.

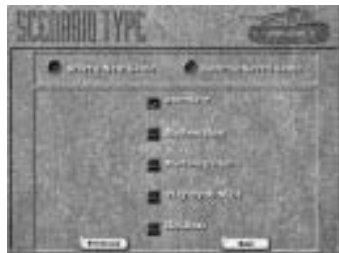
#### Playing A Scenario

##### Scenario Types and Player Options

*TalonSoft's East Front* allows you to play scenarios individually or against a human opponent. For more information on multiplayer games, see section VII. Multiplayer Modes.

First select the *type* of scenario you wish to play: Standard, Modem, Play-by - E-mail or Hot Seat.

Select **Start a New Game** to proceed to a listing of our pre-designed scenarios.



## Getting Started

Select **Resume Saved Game** to continue a previously saved scenario. **Note:** Do not select this option if you wish to continue a Campaign Game. To continue a saved Campaign Game you must select Play Campaign from the Main Menu.



### Scenarios

#### Starting a New Scenario

Scenarios are listed on the top left of the screen. To scroll through the scenarios use the arrows along the side of their titles. As a scenario is highlighted the information box below gives the historical background for that scenario.

The number of Turns is displayed.

The Date of the battle is displayed.

The First Side to move is displayed.

The File Name is displayed.

The Scenario Designer's name is displayed.

Once you have chosen a new scenario, click on **OK** to proceed to the battle.

#### Resuming a Saved Scenario

The scenarios you have previously saved are listed on the top left of the screen. If you have played the same scenario different times and have multiple saved games for that title they will all be listed. Scroll through the scenario names, with the arrows along the side of the titles, and look at the File Name to find the game you wish to resume.

Similar to the New Scenario screen:

The number of Turns is displayed.

The Date of the battle is displayed.

The First Side to move is displayed.

The File Name is displayed.

The Designer's Name is displayed.

Once you have chosen a scenario to resume, click on **OK** to proceed to the battle.

## IV. Playing a Scenario

Once you have chosen a scenario, the game will load and create the map.

First you will have to decide which side you wish to play. You can also choose to play with Fog of War (FOW) on for your computer opponent. This will allow you to see only enemy units in the Line of Sight (LOS) of one or more of your units.

Optional Rules are also able to be selected at this time. For more information on Optional Rules see Section VIII. Optional Rules.

After deciding which side you wish to command, the scenario will begin.

### The Game Screen

The Main Game screen displays the scenario's map. You can change the views of this area (zoom in or zoom out).

There is a "hidden" menu bar at the top of the screen. To display the Menu bar, press "M" on your keyboard. For details on each of the menus and their functions, refer to the General Help file in the Help Menu. If you exit the game with the menu bar displayed, it will still be displayed the next time you launch the game.

There is also a tool bar along the bottom of the screen (see below).

To change the view of the battlefield:

Use the magnifying glass icon on the Tool Bar to Zoom In; if you hold down the ALT key while clicking on the magnifying glass you will Zoom Out. You can also use the keyboard numbers 1, 2, 3, 4 or 5 to quickly change the map view (1 is 3D Zoom In, 2 is 3D Normal, 3 is 3D Zoom Out, 4 is 2D Normal, and 5 is 2D Zoom Out) You can also change the map view by selecting that map view's name from the Display pop-down menu.

If you wish the game to always start with a particular view, you can set this option in the Menu bar, under Options.

### The Tool Bar



The Tool bar, along the bottom of the screen, provides you with an easy to use way to play the game and maneuver your units for combat and movement.

Using the Tool bar, you can:



Advance to the Next Phase.



Toggle between "Move" and "Fire" mode.

## Playing a Scenario



Display the Artillery Dialog.



Have a unit "Dig In" to fortify its position.



Load and Unload units from Transports.



Save Action Points for opportunity fire.



Save Action Points for Loading/Unloading units.



Resolve an Assault.



Call for an Air Attack.



Activate or Deactivate the A/I during the scenario.



Zoom In on the Map for a closer view of the action.  
(Or Zoom Out by holding the ALT key)



Toggle on/off the bases for the units.



Display the Jump Map.



Highlight the Organization for a unit.



Cycle to the next unit.

Located beneath the Tool bar, the Status Bar includes turn information and the hex coordinates of the hex you currently have selected.

In addition to the Tool bar, there are numerous Hot Keys that will ease your gameplay.

For a complete list of Hot Keys and their functions, refer to the back of this manual, and see the readme.txt in the game itself.

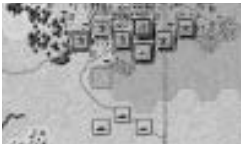
## Viewing the Map

You can scroll around the map by using the mouse to move the cursor to the edge of the screen. You can also use the arrow Hot Keys to scroll the map.

The map can be viewed in six different scales.



**2D Zoom-Out View.** The smallest playable size is the 2D Zoom-Out map, which is displayed by pressing the “5” key on your keyboard. This is best used for a quick, overall view of things. Units on this map cannot be distinguished from each other as easily as on the other maps, but their positions relative to the opponent’s units are readily apparent over a wider area.



**2D Normal View.** The next scale is called the 2D Normal View, and is displayed by pressing the “4” key on your keyboard. This presents the terrain and units in more detail than the 2D Zoom-Out map while showing a larger area than the 3D maps. You can choose to display units on the 2D Normal View map with either graphical icons or military symbols.



**3D Normal View.** The ultimate map view is the 3D Normal View mode, which is displayed by pressing the “1” key on your keyboard. This presents the Battleview™—a high-resolution map in 3D-type isometric perspective, presenting much more detail on the screen. In this view, units are shown as “miniatures” with individual positions within their hex.



**3D Zoom-Out.** The 3D Zoom-Out view displays the Battleview™ map at half of its normal size, thus allowing twice as much of it to be seen at a time. This view can be seen by pressing the “2” key on your keyboard.



**3D Extreme Zoom-Out View.** The 3D Extreme Zoom-Out View displays the Battleview™ map in a fourth its original size, thus allowing you to view more of the 3D map at once. This view can be seen by pressing the “3” key on your keyboard.



**Jump Map.** The sixth map view is the *Jump Window*. The jump window will give an overall view of the *entire* map. It is an easy way to examine your whole battle situation. You can click on any portion of the jump map and the main map will automatically scroll to that part of the map. This can be seen by clicking on the jump map icon on the Tool Bar.

### Selecting a Unit

To give orders to a unit (that is, to have it fire, move or perform any other action), or to access additional information on it, that unit must first be *selected*.

To select a unit displayed on a 3D map view, left-click on its 3D unit icon. (A selected 3D icon has a green outline.) On both the 2D and 3D maps, a unit can also be selected by left-clicking once in the “Unit Info Box” (i.e., the see-through data box that appears in the upper right hand corner of the screen when you click on a unit on the map). Right-clicking on the Unit Info Box will cycle through the units in the hex, allowing you to view/select them individually.

To select *all* the units in a hex, simply double-click on that hex.

To display the Unit Info Boxes of all units in the hex, press the “U” key (see Unit List, below).

You can also select a unit if its Unit Info Box is displayed by left-clicking once on that Unit Info Box (a selected unit's Unit Info Box will display a brighter nameplate along the top of the box). Note: Left-clicking once on an already-selected Unit Info Box will deselect it.

### 3D “Roam Mode”

Whenever the display features a “3D” map, “Roam Mode” is enabled. In Roam Mode 3D unit icons on the map are automatically highlighted when your cursor passes over them. A yellow highlight around a 3D icon indicates a friendly unit, a red highlight indicates an enemy unit. The *selected* unit is always shown with a green highlight (whether friendly or enemy). When you “roam” the cursor over a 3D icon, its Unit Info Box will be displayed. Such info remains displayed as long as your cursor is positioned over that 3D icon. As soon as your cursor “roams” off the 3D icon, the Unit Info Box reverts back to displaying the *selected* unit (or, if no unit is currently selected, no Unit Info Box is displayed).

### The Unit Info Box

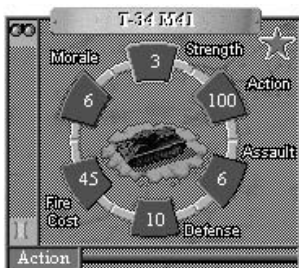
The Unit Info Box is displayed in the upper right-hand corner whenever a unit is selected. (Note that when the *Unit List* is off you can reposition the Unit Info Box by the “drag and drop” method if its current location is inconvenient). Normally, the Unit Info Box will display information about the selected unit. However, if playing on a 3D map, the Unit Info Box will temporarily display information on any unit (enemy or friendly) that your on-map cursor “roams” over. The amount of information thusly displayed will vary, depending on the current Fog of War option chosen; i.e., *no* Fog of War, normal Fog of War, or Extreme Fog of War.

If more than one unit is in the same hex (and the *Unit List* is not on; see “Unit List”, below), you can cycle through and view the Unit Info Box of each unit in that hex by *right-clicking* on the Unit Info Box. Note that a left-click on the displayed Unit Info Box will select

that unit (note how the nameplate of the unit highlights), or unselect the unit if already selected (the nameplate will become unhighlighted). If a unit is carrying a passenger (indicated by a large, full-color helmet icon in the lower-right corner of the Unit Info Box) a right click will display the unit being carried by that transport unit.

The center section of the Unit Info Box displays the unit's 3D icon. Other important data is arranged in a circular fashion around the icon. Starting at "12 o'clock" and proceeding clockwise, the data lists:

**Strength (Command):** The unit's current Strength Point (SP). Each SP of an infantry-type platoon represents one "half squad". Each SP of an MG-, mortar- or gun-type unit represents one "team" (if MG) or "battery" (for tube weapons such as mortars or artillery). Each SP of a vehicular platoon represents one vehicle. Exception: if the unit is a commander; this is his "Command" rating, representing the value he adds to the attack value of a unit under his command that he is stacked with if he possesses as many Action Points (AP) as it costs that unit to attack.



**Action:** The number of Action Points (AP) the unit has remaining (unused). All units start each "friendly" turn with 100 AP; each action executed during a turn (and each terrain entered) will cost a given amount of AP. Note that, due to differing movement rates, different unit types will expend different amounts of AP for entering similar terrain. To see how many AP it costs to enter each terrain type, select that unit and press the "F2" key to access the Unit Handbook.

**Assault:** That unit's attack value when it assaults.

**Defense:** That unit's defensive value when it is being fired on or assaulted.

**Fire Cost:** How many AP that unit must expend in fire.

**Morale (Leadership):** The unit's current morale (the number it must roll equal to or less than on a 10-sided die when doing a morale check). In order for a unit to become undisrupted, it must also roll equal to or less than this number. Exception: If the unit is a commander, this number is his leadership value, which modifies the morale of the unit(s) under his command that he is stacked with. If his morale is greater than that unit's, his morale is used for it. If his morale equals or is less than that unit's, its morale is raised by one. A unit's morale appears in red if it's being modified by a commander.

Morale is also affected by the terrain the unit occupies. A list of these effects can be found by pressing the "F3" key to view the game's Parameter Data.

**Unit Info Box Thermometer:** Along the bottom of the Unit Info Box is a thermometer that displays one of three things (as a ratio of its current amount to its "full" amount):

- The unit's current Action Points (red thermometer bar);
- The unit's current Morale (blue thermometer bar);
- The unit's current Strength Points (green thermometer bar).

A single left-click on the Morale, Strength or Action Point box of a Unit Info Box will

## Playing a Scenario

change the displayed thermometer to display the thermometer measuring that variable.

Icons may appear along the left-hand side of the Unit Info Box. Those at the top reflect unit status; those at the bottom show unit capabilities.



Disrupted Status



Fatigued Status



Fixed Status



Unit is in LOS of an enemy combat unit



The only enemy unit with LOS to unit is a leader/unarmed-transport unit



Unit is currently Low on Ammo (or unable to provide supply if HQ)



Unit is currently marked to "Save APs for Firing"



Unit is currently marked to "Save APs for Unloading"



Unit has spent APs to fire this turn



Unit has spent APs to move this turn



Vehicle eligible to travel across water (amphibious)



Unit is capable of conducting AA Fire



Armored vehicle capable of carrying infantry "riders"



Unit is capable of conducting Indirect Fire



Vehicle can only tow gun (may not carry infantry passengers)



Eligible to dig in (or is currently digging in)



Engineer unit capable of clearing mines



Unit is capable of firing smoke



The heaviest type of bridge the unit is *not* allowed to cross

## On-Map Thermometers

When using any of the 3D map displays, you can toggle the “On-Map Thermometers” for each 3D icon on or off by pressing the “T” hotkey. Depending on what you prefer, thermometers can be displayed that graphically depict the Action Points a unit has remaining, or its current Strength, or its current Morale. *Note: The on-map thermometers are color-coded to the color outline of the Unit Info Box coinciding to that value; i.e., red for Action Points; green for Strength Points; blue for Morale.* A single left-click on the Morale, Strength or Action Point box in the Unit Info Box will change the displayed on-map thermometers to the one measuring that variable. Turning the on-map thermometers on can also be a quick way to locate units on a 3D map display.

## The Unit List

To display the Unit List along the right side of your screen, press the “U” key. You can select and unselect one or more units easily with the Unit List “on” by left-clicking once on the desired Unit Info Box(es) in the Unit List. Additional information regarding play can be found in the Unit List. If a hex is selected, Unit Info Boxes for all units in that hex are displayed in the Unit List, one above the other. You can use the cursor to “drag” the displayed Info Boxes up or down within the Unit List (this can be necessary if three or more Info Boxes are displayed in the Unit List). To close the Unit List, press the “U” key again.

Below the lowest Unit Info Box displayed in the Unit List the following additional game information is presented:

**Terrain:** This lists the predominant type of terrain in the hex and the elevation of the hex in meters.

**Objective:** If the selected hex is an objective hex, its objective value is listed.

**Wrecks:** The number of wreck SP in the selected hex.

**Visibility:** The maximum number of hexes a unit can “see” in the scenario.

**Air Power:** The number of Air Strikes available per side (Allied #/Axis #).\*

**Smoke:** The number of Smoke missions available to eligible artillery (Allied #/Axis #).\*

**Ammo:** The supply (ammo) level per side (Allied #/Axis #).\*

\* If Fog of War is in effect, the numbers for the opposing side are shown as a “?”.





### The Unit Handbook

Additional information about a unit can be accessed by selecting that unit and pressing the "F2" key. This will display useful information about the unit, such as its AP terrain costs, its per-SP victory-point value, its "organizational tree" in the current scenario, some historical text on the unit type, and a sample illustration. *Note: The terrain costs listed for a unit in the Unit Handbook are the terrain costs associated for the ground conditions (normal, soft, mud or snow) of the scenario currently open.* Clicking the "R" ("Range Display") button will bring up a graph illustrating the range of its weaponry (if applicable). The unit's "hard" attack value is shown in red; its "soft" attack value is shown in blue. The number at the bottom of the range display indicates the maximum number of hexes the unit can fire. Also shown in the Unit Handbook is the "organizational tree" of the selected unit (providing a listing that unit's company, battalion, regiment, etc.) To close the range display, left-click on the graph, or press the "ESC" or "Enter" key. Use the same keys to close the Unit Handbook, or left-click on the **X** ("Close") button located in the lower right-hand corner of the Unit Handbook display.

### Organization



Each unit in *TalonSoft's East Front* is part of an organization. The individual units are platoons. The platoons are part of companies, the companies are part of battalions and battalions are part of regiments. You can use the Highlight Organization button on the Tool Bar to highlight the selected units organization. The importance of a unit's organization is to aid the morale and resupply of the units.

### Scenario Information

While playing a scenario you can press the "I" hotkey to display the Scenario Information. This display lists the scenario's title and author, the ground and weather conditions in effect, and the historical copy. *Note: Use your keyboard's "Page Up" and "Page Down" keys to view more of the historical copy.* The ground conditions affect the number of Action Points a unit must expend to enter a given terrain type; the weather affects the visibility conditions.

### Terrain Information

Each game map is composed of a variety of terrain types that affect combat, movement and LOS in differing ways. The terrain type in the "hot spotted" hex is displayed in the Unit List (press "U" to turn the Unit List off and on). To get more detailed information on each terrain type select "Parameter Data (F3)" from the Help pop-down menu (or press the "F3" hotkey). In this display information can be found describing the combat modifier of each terrain type, the effect on morale that certain terrain types have, and the height (in meters) of each terrain type.

### The "Hot Spot"

To "hot spot" a hex simply left-click on it in that hex. *Note: to display the hot spotted hex when playing on a 3D map, uncheck "Hide 3D Hot Spot" in the Options pop-down menu; if playing on a 2D map view, the hot-spotted hex is always highlighted by a red square.*

## Command Report

At the beginning of each turn the program generates a "Command Report" if any of the following situations apply:

**Arrival of Reinforcements** - An announcement is made if any reinforcements have arrived (see Reinforcements).

**Release of Fixed Units** - An announcement of the release of any organization (or even a single unit) that had previously been "fixed" (see Fixed Units).

**Improved Position Construction** - An announcement is made of the successful construction (and hex-location) of a just-completed Improved Position (see Digging In).

**Number of Air Strike** - Available: Lists the total number of Air Strikes available for that side during the scenario.

**Number of HQs Unable to Provide Supply** - A list of the number of HQs unable to provide supply during the current turn (see Supply).

**Number of Units Low on Ammo** - A list of the number of units currently suffering from low supply.

**Undisrupted** - Lists the number of units that became undisrupted (compared to the total that were disrupted) and the units' location.



**Isolated** - Lists the hexes where isolated units are located.

## Combat and Movement

Combat and Movement all take place in one turn. Each unit is allocated 100 Action Points at the start of its turn, displayed in its unit box. Every hex entered and every shot fired consumes a certain amount of Action Points (AP) from the selected unit's current total of Action Points. Once a unit has expended all of its Action Points (or, more commonly, has so few AP remaining that it is unable to perform any action) it will have to

## Playing a Scenario

wait until its next turn begins to have its AP returned to 100 (and thus be able to perform more actions).

During each “friendly” turn, you can usually both move *and* fire the same unit. Some units can fire as many as three times per turn! Each armed (combat) unit has a “Fire Cost” (the amount of AP it costs that unit to fire). Exactly how you choose to have your units expend their AP, and in what “combination”, will largely determine how well you do in a scenario. There are usually a lot of decisions to make each time you select one of your “friendly” units during your turn. For instance, should you expend all of a unit’s AP in moving? Should it fire once and then move? Should it move, and then fire? Should it fire once, then be marked to “Save APs for Firing” (in hopes of it performing automatic opportunity fire during your opponent’s turn), and then move? The options are plentiful – and the situation is fluid. Using your units’ AP to the fullest is an important part of victory.

### Move/Fire Mode



There are two “modes” in the game, “Move” and “Fire”. By default, a turn begins in Move Mode. To toggle between the two modes press the “Move/Fire Mode” toolbar button (the second button from the left on the toolbar). When in Move Mode this button displays three green arrows and part of a tank silhouette; when depressed the button is in Fire Mode and displays a bright red “crosshairs” over a vehicle icon. Additionally, pressing and holding down the “Ctrl” key toggles the mode from “Fire” to “Move” or vice-versa. Note that your on-map cursor changes at the same time. You must be in Move Mode to move or assault with a unit; you must be in Fire Mode to give a unit (in)direct fire orders.

### Moving a Unit



Each turn starts in the Move mode by default. First, be sure you are in “Move Mode”. The second button from the left in the toolbar along the bottom of the screen is the “mode” button. In “Move Mode” the button is “undepressed” and



shows three green arrows and a partial silhouette of a tank. (If it's "depressed" and displays a large red "crosshairs", you're in "Fire Mode".) Next, select the unit you want to move, then right-click in any hex to move the unit toward that hex. (*Note: you can move units only of the side you control - not enemy units.*) Alternatively, you can select the unit, then "drag and drop" it in the direction you wish it to move. When in "Move Mode" your on-map cursor is a thin "plus sign" (+). Move Mode is automatically invoked for a side when its turn begins.



**Save AP's for Firing:** When moving a unit (especially if expecting to move into "contact" with the enemy) you might want to reserve enough Action Points so that the unit can fire at least once (either at the end of its move or as Opportunity Fire during the next enemy turn). To do this, press the "Save AP's for Firing" toolbar button before expending many AP for other activities. When a unit has been selected to save AP's for Firing, a small full-color "bullet" icon will appear near the top of the icon bar along the left side of the Unit Info Box. To cancel this, simply select the unit and toggle this off by pressing the same toolbar button. *Note: you can have this feature automatically in effect for all combat units of your side by selecting "Auto Save AP's for Firing" from the Options pop-down menu; however, this will not take effect until a turn begins with this option selected.*



**Save AP's for Unloading:** When moving a loaded transport unit (especially if getting near the enemy) you might want to reserve enough Action Points so that the transport's passenger can unload at the end of the move. To do this, press the "Save AP's for Unloading" toolbar button before expending many AP for other activities. When a unit has been selected to save AP's for Unloading, a small full-color "wheel" icon will appear near the top of the icon bar along the left side of the Unit Info Box. To cancel this, simply select the carrying unit and toggle this off by pressing the same toolbar button.

## Transporting Units

There are several different types of "transport" units available in *TalonSoft's East Front*, including wagons, horses, trucks, artillery tractors, halftracks, motorcycles, bicycles, boats, rafts and even some types of tanks and assault guns. Each potential transport unit displays a small icon along the lower left side of its Unit Info Box displaying the type of unit it is capable of carrying. For a listing of these icons, see page 10 of this manual.



Any unit *currently* carrying a passenger of any type has a large, full-color helmet icon in the lower right portion of its Unit Info Box. If eligible to carry a passenger but not presently carrying one, the helmet icon on "standard" transport units (trucks, halftracks, horses, motorcycles, etc.) is shown as a yellow outline. To see what is being carried by any unit displaying the full-color helmet icon, right-click on its Unit Info Box. Right-clicking on the Info Box again will redisplay the transport unit or, if there are other units in the hex, will display the next unit in the hex. *Note that horses, motorcycles, bicycles, boats and rafts cannot move unless a passenger is currently loaded, whereas trucks, halftracks and artillery tractors (because each is considered to have an "inherent" driver) can move if not loaded.*



**Loading:** To load a unit onto any type of "empty" transport, the transport unit must be in the same hex with and must have at least as many SP as its potential passenger. Both must also have the requisite number of AP to load (usually 50). Select *both* units (you can double-click on the hex if they are the only two units in the hex;


## Playing a Scenario


otherwise see "Multi-Selecting" below), then click on the "load/unload" toolbar button (depicting a truck with infantry).



**Unloading:** To *unload* a currently-loaded transport unit (one displaying a full-color helmet icon in the lower right corner of the unit's Unit Info Box), select the unit and click on the "load/unload" button. Note that it generally costs 25 AP to unload from "standard" transport types, but only 10 AP to unload "riders" from tanks.

**Multi-Selecting:** To load a unit onto a transport in a hex that contains more than just those two units, you will probably find it easiest to select them by first opening the Unit List (press the "U" hotkey) and then left-clicking on each of their Unit Info Boxes. Alternatively, you can also select them by a careful combination of right- and left-clicking on the single Unit Info Box. Each right-click will cycle to the next unit in the hex, and each left-click will select (or unselect) the displayed unit. *Note that a selected unit has the nameplate on its Unit Info Box highlighted.*

 **Tank Riders:** Medium and heavy tanks, as well most assault guns and tank destroyers, have the ability to carry infantry "riders" but cannot tow guns. Such vehicles are designated by the presence of a "soldier with submachinegun" icon in the lower-left corner of their Unit Info Box. Note that these types of vehicles cannot fire while loaded.

 **Towing:** Certain vehicles (e.g., artillery tractors) can tow guns but cannot carry infantry. Such vehicles are designated by an "anti-tank gun" icon in the lower-left corner of their Unit Info Box.

**Reachable Hexes:** Press the "H" hotkey after selecting a unit to move to highlight all hexes in which the selected unit can reach during the current movement phase. This



display takes into account the number of AP the selected unit has remaining, and the effects of extra hexes reachable due to Double Time and if it is marked to "Save APs for Firing", and updates automatically as the unit moves.

**Reinforcements:** Many scenarios have reinforcements that enter during play. To view the reinforcement schedule, press the "S" hotkey (*Note: if Fog of War is in effect, the Schedule Dialog will list only friendly reinforcements*). Each reinforcement group is listed on a separate line with the following information: turn of entry; percentage chance of entry (shown as "??" if the Extreme Fog of War optional rule is in effect); hex of entry; first unit of that group. Since most reinforcements contain more than one unit, you can double-left-click on any entry of the Scheduled dialog to display a window listing all units of that reinforcement group. Furthermore, if you left-click on a reinforcement group in the Schedule Dialog, the map will scroll to display the entry hex of that group.

*Example: A line of the Schedule Dialog might display "5 (50%) at 0,20 German SPW Halftracks,...". This indicates that on turn 5 a reinforcement group containing German SPW Halftracks (and other units, not the "...") is scheduled to arrive at hex 0,20. However, their arrival chance is only 50%.*

Unless the arrival chance is 100%, the program will perform a "percentile" (1-100) die roll, beginning on the turn listed, and at the beginning of each friendly turn thereafter that the reinforcement group has still not arrived. A die roll equal to or less than that reinforcement group's printed entry chance results in that being reinforcement group arriving. *Note: If the optional rule for Extreme Fog of War is on, the percent chance of arrival is always hidden.*

If the Command Report dialog displayed at the beginning of your turn mentions that "Reinforcements have arrived" you should press the "A" hotkey to display the "Arrived Dialog". Each group of reinforcements arriving on the current turn is listed on a separate line. Double-left-click on a listed group in order to have those units placed on the map. Once placed you can then select and move the units.



**Organizational Movement:** If you select a unit, press the "Highlight Organization" toolbar button, and then, while depressing the **Alt** key, right-click in a hex you wish the unit to move to, all of the units of that unit's organization will move toward the selected hex. You can also "drag and drop" in lieu of right-clicking, if preferred.



**Double Time Movement and Fatigue:** An infantry, wagon or cavalry unit can use "double time" movement if it is not *currently* marked with an "F" (fatigued) icon. Such a unit that is currently capable of using double-time movement is also denoted by a "charging soldier" icon displayed in the icon bar on the left side of its Unit Info Box. To conduct double-time movement, select the unit, press the "Double Time" toolbar button, and move the unit. Once a unit has been flagged to use double time, it cannot be undone. From the moment that the unit is commanded to use double time, it pays only three-fourths of the *normal* Action Point cost to enter a hex (or cross a terrain hexside) during that turn.

**F** A unit that begins its friendly turn fatigued (an "F" icon is displayed in the icon area of the unit's Unit Info Box) cannot double time during that turn. The "F" icon is automatically removed at the start of a turn in which the unit did not use double-time in the *previous* turn.

A fatigued unit that attacks (direct fire or assault) has its attack factor halved (fractions rounded down, to a minimum of one). A fatigued unit that defends in melee has its defense factor halved (fractions rounded down, to a minimum of one).

**F Fixed Units:** Some scenarios feature units that (usually for historical purposes) have been "fixed" in place. A fixed unit is denoted by a red circular icon displaying a white "F" at the top of icon bar of the Unit Info Box. Such a unit is unable to move until it is attacked or "released" (if released, the Command Report will report this occurrence).

You can check the "Release Dialog" by selecting "Releases" from the "Reinforce" pop-down menu or by pressing the "F" key on your keyboard. The Release Dialog lists each organization or unit that is scheduled to be released during that scenario (if any). *Example: A Release Dialog line might display: "12 (20%) Russian 3rd Battalion". This indicates that the Russian's 3rd Battalion has a 20% chance of being released, starting on turn 12. To highlight units of the 3rd Battalion on the map, you can left click on its listing in the Release Dialog.*

Unless a release chance is 100%, the program will perform a "percentile" (1-100) die roll, beginning on the turn listed, and at the beginning of each friendly turn thereafter that the organization is still not released. A die roll equal to or less than that organization's printed release chance results in that organization being immediately released. Note: If the optional rule for Extreme Fog of War is on, the percent chance of release is always hidden.

### Combat

There are five basic types of combat: Direct Fire, Indirect Fire, Assault, Air Attacks and Minefields. Anti-Aircraft fire is considered part of Direct Fire. Note that units capable of Direct Fire cannot attack using Indirect Fire, and vice versa.

The basic way to attack an enemy unit (using Direct or Indirect Fire) is to select your attacking unit by clicking on it once.

Ensure that the game is in "Fire Mode" (as opposed to "Move Mode").

Move your cursor to the unit you wish to attack, a display showing the soft and hard target factors will appear.

*Right click on the unit you wish to attack.*

There is no limit to how times an individual unit can be attacked in a turn.

A unit can only attack if it has enough Action Points to commit to the attack. The number of Action Points each unit expends to conduct a Direct or Indirect Fire attack is listed as the Fire Cost in that unit's Unit Info Box.

Direct and Indirect Fire use a combination of the attacker's range to the target plus its Strength to determine the actual effectiveness of the attack. Most units have range modifications to better reflect their real-life capabilities. All Disrupted units have their attack strength halved prior to any other modifications.

A unit that is a passenger cannot attack or be attacked directly. However, when its transport vehicle is attacked, damage may also apply to the passenger.

Line of Sight (LOS) and terrain also affect attacks. Direct Fire may not be initiated against a target that the attacker cannot see. Line of Sight can be blocked by smoke, buildings, elevation changes, other units and a hex having more than 6 wrecked vehicles in it.



**Visible Hexes:** To highlight the hexes that can be seen from a specific location (i.e., that are in the LOS of a certain hex), left-click once in that hex (thus "hot spotting" that hex), then press toolbar button displaying the "binoculars" or the



### Direct Fire

The most common type of attack is probably Direct Fire. Direct Fire is performed only by units that have a LOS to their target.



To initiate a Direct Fire attack, the unit you want to attack with must be selected, and you must be in "Fire Mode". If currently in "Move Mode", you must either depress the second-from-the-left toolbar button or hold down the **Ctrl** key to toggle to "Fire Mode". In "Fire Mode" this button (and your on-map cursor) displays a "crosshairs" (a circled "+"). When your on-map "Fire Mode" crosshairs cursor "roams" over a hex containing a valid target (i.e., an enemy unit within range and in line of sight of the selected firing unit), a small box with two numbers is displayed over the target hex. This box lists (left to right) the firing unit's nominal attack strengths vs. any hard and soft targets in that hex. Note that these attack factors automatically increase as the range to the target decreases, and decrease as the range increases, thus simulating "range attenuation" (lessened firepower at increased range).

*Example: "10/4" might be displayed when an anti-tank platoon targets a hex. "10" is the attack factor the platoon would use against a "hard" (or armored) unit in that hex, and "4" is the attack factor the platoon would use against a "soft" (or non-armored) unit in that hex.*

On a 3D map, when the Fire Mode cursor roams directly over a valid target and highlights it in red, a more detailed box appears that lists (from left to right) that target's Strength Points, its name, and the firing unit's nominal attack strength vs. that target.

*Example: "5 - BA-20 @ 10" would signify a 5-SP BA-20 (Russian Armored Car) being targeted by a firing unit with an attack factor of "10".*

To carry out the attack, right click on the unit/hex you wish to attack. If playing on the 3D map you can right-click directly on the 3D icon. If you do not click directly on the 3D icon and the hex contains multiple potential targets, a Target Selection Dialog will appear allowing you to select the final target of the Direct Fire attack.

There is no limit to how times an individual unit can be attacked in a turn. Note that a unit can only attack if it has enough Action Points to commit to the attack.

**Infantry vs. Armor:** Most infantry-type units can fire at a hard (armored) target only when it is adjacent to that target. This represents the fact that most infantry-carried "light anti-tank weapons" had a very short range (exception: some MG platoons have a two-hex

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range vs. "hard" targets). Note that as the war goes on, the lethality of infantry attacks (especially German) vs. armor generally increases, reflecting the increased effectiveness of such anti-tank weapons (such as panzerfausts and the bazooka-like panzerschreck).

### Opportunity Fire

In TalonSoft's *East Front*, opportunity fire (that is, friendly fire during the enemy's turn in reaction to an enemy action) will occur automatically. Opportunity fire has a chance to occur (and is performed automatically by the computer) when an enemy unit expends AP in the range and LOS of a friendly (opposing) unit, providing that friendly unit has enough "saved" AP (equal to or greater than its "Fire Cost").



You can automatically save Action Points for opportunity fire during your turn. To do this, select the friendly unit and press the Save AP's for Firing button on the Tool Bar.

 When "Save AP's for Firing" is in effect for a unit, a small full color "bullet" icon will appear along the left side of the Unit Info Box of that unit, and the unit will not be allowed to expend all of its AP (in other words, the program will automatically save enough AP to be able to fire once during the next enemy turn).



### Indirect Fire

Most scenarios feature a combination of direct- and indirect-firing combat units. Artillery, mortars and rockets attack using Indirect Fire, which is used to attack units both units in the firer's LOS as well as units out of the LOS of the firing battery. Indirect Fire, unlike Direct Fire, potentially affects all units in the target hex. *Important: All indirect fire is "pre-plotted" one turn in advance* (simulating the time it takes for a forward observer to establish access to the battery, plot the fire mission, call in spotting rounds, etc.).



Press the "Artillery Dialog" toolbar button to display the Artillery Dialog window, which displays each indirect fire unit for the current side. The best reason for using the Artillery Dialog is because it displays your "off-map" artillery as well as your on-map artillery. Each entry lists the Strength Points of the battery, the battery type, and its hex location. An entry listed in black is eligible to be fired that turn; if the entry is printed in gray that battery is not eligible to fire that turn (this may be due to the battery being in transit, out of range of all eligible targets, or because it is temporarily out of contact with its observer). Once the unit has expended all of its shots, it will be removed from the Artillery Dialog. Double-clicking on the unit in the Artillery Dialog will center the map on that unit, as will pressing the Locate button.

Units with an asterisk (\*) preceding their name in the Artillery Dialog are considered "off-map" artillery. These units are outside the playable map area, and cannot be moved or attacked.

*Note: Most artillery units with full (i.e., 100) Action Points will be allowed two shots per turn, since*

the Fire Cost of most artillery units is 50 or less Action Points per shot.

### To plot an Indirect Fire mission:

1) Highlight the battery in the Artillery dialog (Note: pressing the Artillery Dialog's "Locate" button will display that battery's Unit Info Box and hot-spot the hex that battery is in)

2) "Roam" your cursor over the map. As your cursor roams over eligible target locations, small boxes appear listing that battery's hard and soft attack numbers (respectively) vs. that hex.

3) Right-click on the map (in a location displaying the hard/soft attack numbers) to plot that artillery fire mission. Most indirect fire units can be plotted to shoot twice per turn.

**Smoke Ammunition:** An Indirect Fire unit capable of firing smoke ammunition displays a small "smoke" icon in the icon bar on the left side of the Unit Info Box. Note that not all units capable of Indirect Fire can fire smoke.

Firing a smoke mission is identical to plotting a normal indirect fire mission, except you must depress the **Alt** key when you right-click on the target hex. A unit firing into (or out of) a hex containing smoke has its attack factors halved (fractions rounded down, to a minimum of 1). Line of sight is blocked through a smoke hex.

The total number of smoke rounds (missions) available in that scenario for each side is listed in the Unit List (hotkey "U"). The number smoke rounds for the Allied (i.e., Russian) side is listed first, followed by the number of rounds for the Axis side. Once this number reaches "0" no more smoke missions are allowed for that side for the remainder of the scenario.

**Indirect Fire by the Map:** If the Optional Rule for "Indirect Fire by the Map" is enabled, you can plot indirect fire missions at hexes you don't have a line of sight to. If not, you are limited to plotting non-smoke fire missions only at hexes that at least one of your combat units has a line of sight to and that contains at least one enemy unit.

**Drift:** It is possible that plotted indirect fire can "drift" off the intended target hex. This is especially likely to occur if the targeted hex is out of line of sight of all enemy units.





### Air Attacks

At the start of your turn you will be informed of how many air attacks you have available during the upcoming turn. Not every scenario will have air attacks.

To call for an air attack, select the hex you wish to attack by clicking on it. Select the Air attack Icon on the Tool Bar and wait for the air attack which will occur on the subsequent turn.

**Anti-Aircraft attacks:** If a unit that is capable of anti-aircraft fire is close to (or in) a hex attacked by an enemy air strike, that anti-aircraft unit may fire at the planes, providing the unit has enough Action Points to do so.



### Assault

To assault, the attacker(s) must have an Assault factor  $> "0"$ , must be *non-disrupted* and in "Move" mode *and* must have enough Action Points to assault (20 AP *plus* the AP terrain cost of the hex being entered). Select the units to assault, then right-click on an *adjacent* enemy-occupied hex. If the assault is "legal", the assault icon will be shown on the map and a dialog box will appear announcing the assault. If desired, you can repeat this method to add more attackers to the assault (up to the stacking limits of the hex being assaulted). The more units that participate in an assault, the better the odds that the assault will be successful. More than one assault can be conducted by a unit in the same turn, depending on the number of AP the unit has remaining. Because assault combat is assumed to take place *in* the hex being assaulted, terrain modifiers do not apply to assault (exception: fortifications).



To resolve an assault, click on the "Resolve Assault" toolbar button. To cancel a planned assault, select "Cancel Assault" from the "Assault" pop-down menu.

A disrupted unit defending in an assault has its Defense factor halved (fractions rounded down, to a minimum of one); when "counterattacking" (see below), such a disrupted unit has its assault factor halved.

The defensive value of a fortification (see the *East Front* Parameter Data file) in the defender's hex modifies the assault factor of each attacking unit.

The assault factor of an attacking unit, or the defensive value of a defending unit, is increased by the presence of a leader of that unit's organization.

The assault factor of an *attacking* unit that is low on supply is decreased by one-fourth (fractions rounded down, to a minimum of one).

The assault factor of a fatigued attacker is halved (fractions rounded down, to a minimum of one).

The defense factor of a fatigued unit being assaulted is halved (fractions rounded down, to a minimum of one).

**Counter-assault:** Each assault also results in a "counter-assault" by the defending units. Normal assault rules apply to a counter-assault except that a disrupted unit can make a counter-assault.

**Assault Odds:** Because each assault also results in a "counter-assault" by the defenders, the "Assault Odds" dialog will list the assaulting units' attack, as well as how they defend when being counter-assaulted (exception: the amount of information displayed depends on the Fog of War options in effect). The numbers displayed in the Assault Odds dialog are after all modification due to the presence of a leader(s), low ammo, disruption and/or the presence of a fortification in the assaulted hex. For each assault, a number of attacks is carried out depending on the SP of the (counter) assaulting unit(s). The results are then applied to the proper line of the Combat Results Table.

*Example:* A platoon of Pz V "Panther" tank (assault 7; defense 13) is assaulting a village containing a platoon of BA-64 Armored Cars (assault 2; defense 3). The assault odds list "Attacking at 7 to 3". This reflects the 7 assault strength of the Pz V vs. the 3 defense strength of the BA-64 armored cars. The counter-assault line lists "Defending at 2 to 13", reflecting the 2 assault strength of the BA-64 when it counter-assaults the 13-defense of the Panthers. The "7 to 3" assault would be resolved on the 2:1 line of the Combat Results table, which contains a 10% chance of a ISP loss, a 25% chance of a disruption, and a 25% chance of a Morale Check. When a unit attacks, the program actually conducts a number of attacks equal to the unit's SPs, then takes each individual result and determines the net result vs. the defender.

If instead the BA-64 platoon occupied a hex containing an Improved Position, the first line of the Assault odds would list "Attacking at 5 (actual 7) to 3", reflecting that the assaulting unit's actual assault factor of 7 is reduced to 5 due to the Improved Position the defender enjoys ( $7 \times .75 = 5$ ). The counter-assault by the BA-64 platoon would be unaffected by the Improved Position.

**Cancelling an Assault:** If you decide that you do not wish to assault a hex, or wish to remove a unit from the assault, you must cancel the entire assault prior to its resolution. To cancel an assault, select "Cancel Assault" from the "Assault" pop-down menu.



### Minefield Attacks

Another way of slowing down your enemy is with Minefields. Minefields are pre-set in the scenarios and can only be removed by engineer units. Units moving through a minefield take a chance at striking mines. Moving an undisrupted engineer unit into a minefield will have the engineers begin to disarm the minefield. Once the minefield is clear the hex will return to its normal terrain.

### COMBAT EXPLANATION

When one unit fires at another unit (whether by Direct or Indirect fire) the basic method in which the attack is calculated is as follows:

#### **(Modified Attack Strength) vs. (Modified Defensive Strength)**

This attack vs. defense comparison determines the location of the Combat Results Table where the attack will be resolved. Note that attack-vs.-defense strengths between those listed on the Combat Results Table (see East Front's Parameter Data table from the "Help" pop-down menu) are calculated individually by the program on a pro-rated basis, based on the result probabilities of the two CRT lines the attack falls between.

**Example:** A net attack strength of 11 vs. a net defense strength of 4 has slightly lower result probabilities than an attack of 3 vs. a defense of 1, but higher probabilities than an attack of 2 vs. a defense of 1.

#### **1. The Modified Attack Value is calculated by:**

(attack factor<sup>@</sup> of attacker + c) x (terrain/fortification modifier of defender's hex)<sup>\*\*</sup>

<sup>@</sup> The attack factor is the hard or soft attack factor listed when the fire-mode cursor is roamed over the target hex (or if roamed over the actual 3D icon). This number varies depending on the range to the target.

c = Command rating of same-hex leader provided that leader has Actions Points remaining greater than or equal to the AP firing cost of the firing unit and the firing unit is under the command of the leader.

\*  $\times .5$  if firing unit is fatigued, disrupted, firing out-of/into smoke (per each occurrence; FRD; minimum of 1).

**Terrain/Fortification Modifier of Defender's Hex.** To view these modifiers, see the *East Front* parameter data file (from the Help popdown menu).

\*\* *certain terrain and fortification types will reduce the firepower of units that fire at targets in that terrain type.*

## 2. The Modified Defense Value is:

(defense factor of defender) + (fortification bonus\*)

\* +20 if defender can claim benefit of bunker or pillbox.

When a unit attacks, the program actually conducts *a number of attacks equal to the attacking unit's SPs*. The number of SP is halved (FRD, to minimum of 1) if the attacking unit is low on supply. The program then takes each individual result and determines the net result vs. the defender. Attack-vs.-defense strengths between those listed in the Combat Results Table are calculated individually by the program on a pro-rated basis, based on the result probabilities of the two Combat Results Table lines the attack falls between. *For example, a net attack strength of 11 vs. a net defense strength of 4 has slightly lower result probabilities than an attack of 3 vs. a defense of 1, but higher probabilities than an attack of 2 vs. a defense of 1.*

**Damage Report Details:** By default, the game does not display Damage Reports as attacks are executed; i.e., "Low Details" are in effect by default. To change to Medium Details, select "Details" from the "Options" pop-down menu, then select "Medium Details" from the "Details" pop-out menu.

To change to "High Details", Medium Details must first be in effect. Then, when a "Damage Report" box appears during the game, click on the toggle switch in the *upper left hand corner* of the Damage Report box (the small toggle switch with the "o"). When clicked on the button toggles to display an "x", thus indicating "High Details" are in display. Whenever High Details are toggled on, you must manually close the Damage Report box (by clicking on the "X" button in the upper right corner, or by pressing the "Enter" key on the keyboard).

**Direct Fire:** Most combat units attack using Direct Fire, whereby the shooting unit must have the target unit in its "line of sight" and within the range of the firing unit. A Direct Fire attack must target a specific unit in the target hex (unlike Indirect Fire, which can potentially affect all units in the target location). If playing on the 3D map you can right-click directly on the 3D icon you wish to fire at; if in a 2D map mode, you will be given a Target Dialog box when you fire at a hex containing more than one targets.

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The below combat example assumes “High Details” are in “on” (see Damage Report Details, above)...

**Example:** A Russian T-28 Medium tank is selected while in Fire Mode. It has 100 AP (enough to fire twice, since its “Fire Cost” is 45). The fire-mode cursor is put over a German Rifle Platoon two hexes away in village. A small box displaying “4/11” is superimposed over the target hex as the fire-mode cursor roams over that hex. However, as the cursor is put directly over the 3D icon of a German Rifle Platoon, the box changes to “6 - Rifle Platoon @ 11”, indicating the target is a 6-strength Rifle Platoon (that has a “Defense” factor of 7) which can be shot at with an 11 attack strength. Right-clicking on the 3D icon executes the attack.

The “Damage Report” indicates: “Rifle Platoon; Attack = 11 Defense = 7; Modifier = 70%; Reduced by 1, Disrupted”. This informs us that 11 attack factors shot at a target that had a defense factor of 7. The 70% indicates that only 70% of the attacker’s firepower hit the target due to the village terrain modification of “70” (see the East Front Parameter Data, available from the Help pop-down menu, for a complete listing of the different terrain and fortification modifiers.). The result of “Reduced by 1, Disrupted” indicates the target unit had its strength reduced by one and is now disrupted.

## Combat Results

**No effect:** The target unit is unaffected by the attack.

**Retreat (Morale Check):** A unit that fails a Morale Check result is retreated out of its current hex. (Exception: if in a Pillbox or Bunker, the unit is Disrupted instead). If the unit cannot retreat it is eliminated.

**Disruption:** The target unit is disrupted, meaning that its attack and assault strengths are halved, it cannot initiate an assault, and it cannot move toward the nearest enemy unit. An additional Disruption result has no effect on a disrupted unit.

**Reduction of Strength Point:** A unit can lose one or more SP due to being attacked.

**Elimination:** If an attack results in the loss of all of a unit’s SP that unit is eliminated.

**Morale Loss:** Besides the above “reported” combat effects, each time a unit suffers a Strength Point loss or a Retreat result, there is a 35% chance that its current morale will be reduced by one.

**Note:** A unit that has its morale reduced to 0 is eliminated regardless of the number of SP it has remaining.

## Morale Recovery

At the beginning of each friendly turn a unit whose morale is currently less than its full morale will have its morale increased by one if it passes a morale check. The program rolls a 10-sided die for each such unit; if the die roll is equal to or less than the unit’s current morale the morale check is “passed”. The presence of a friendly leader in the same hex that “commands” that unit will improve the odds of that unit regaining morale (see Commanders, p.28).

## Disruption Loss

At the beginning of each friendly turn a disrupted unit *at full morale* (i.e., its current morale rating is at maximum) will become undisrupted if it passes a morale check. The program rolls a 10-sided die for each such disrupted unit; if the die roll is equal to or less than the unit's morale its disruption status is removed. The presence of a friendly leader in the same hex that "commands" that unit will improve the odds of that unit passing the morale check and becoming undisrupted (see Commanders, p.28).

## Fortifications

*TalonSoft's East Front* has several different types of "fortifications", each with different effects on play.

**Improved Positions:** Any unit in an Improved Position gains a defensive benefit, in that the firepower of all attacking units is reduced by 25%. This is the only fortification type that can be "constructed" during play (see "Digging In")

**Trench:** The firepower of a unit attacking a target in a trench location is reduced by 44% (or 56% of the firing unit's firepower is used).

**Bunker:** Units eligible to receive the defensive benefits of a bunker have 20 added to their Defense factor; as well as having the firepower of all attacking units reduced by 25%.

**Pillbox:** Similar to Bunker; except that a unit receiving the benefit of a Pillbox can only be attacked as if it were a hard target (this to simulate a concrete emplacement).

**Minefield:** Whenever a unit enters a minefield hex a mine attack is immediately carried out against it. Minefields come in three strengths: 1, 2 and 3 (the strength corresponds to the "odds" line of the Combat Results Table that the attack is resolved on; i.e., a "3" minefield attack is executed on the 3:1 line. Mines are the only fortification type that can be removed during play (and then only by a non-disrupted Engineer unit that begins its turn in the minefield hex).

**Blocked:** A "blocked" hex represents an impediment to movement (roadblock, barbed wire, downed trees), and, as such, forces each unit that enters the hex to expend 65 Action Points.



**Digging In:** Additional Improved positions can be constructed during play by "Digging In". Only a unit that displays a "shovel" icon on the left side of its Unit Info Box is capable of digging in (generally, this includes most non-HQ infantry-type units, but not vehicles or guns). To have an eligible unit begin digging in, select the unit, then press the "Digging In" toolbar button.

When currently engaged in digging in, the small shovel icon moves toward the top of the unit's icon bar of the Unit Info Box. At the beginning of each turn there is a 10% chance that a unit will construct an Improved Position if it begins that friendly player turn digging in. If a unit that is digging in conducts an attack, its attack factor is halved (fractions rounded down, to a minimum of one).



### Commanders

A commander (or leader) can perform several crucial functions. Not all organizations will have a leader present on the map; consider any leader that is present to be a “special” personality. To locate the units that are under the command of a leader, select that leader and press the “Highlight Organization” toolbar button; all units commanded by that leader will be highlighted.

A leader who is in the same hex as a firing unit that is *under his command* will modify the attack/assault value of that attacking unit equal to the leader’s command value (listed in the leader’s Unit Info Box), provided the leader has Actions Points greater than or equal to the Action Point firing cost of the *firing* unit. A leader used thusly to “direct” fire automatically expends AP equal to the AP spent by the firing unit. Only the leader with the highest command value participating in an assault modifies his side by his Command rating.

A leader will modify the morale of each unit *under his command* that occupies his hex. This will be noted by the unit’s morale being red in the Unit Info Box. The morale of the unit will be equal to the morale of the leader if the leader’s morale is higher than the unit’s. If the leader’s morale value is less than or equal to the unit’s, the unit’s morale is increased by one. Since a leader modifies the morale of each unit under his command in his hex, the chance of a such a unit regaining morale or losing disruption is increased, as these are based on passing morale checks.

A leader cannot be singled out as the target of an attack unless he is the only occupant of a hex. Therefore, it is advisable to keep your leaders stacked with friendly unit(s) of his command. Each time a hex containing a leader is attacked there is a 4% chance the leader will become a casualty.



### HQ and Supply

At the start of each friendly turn, a supply check is made for each friendly unit that fired in the preceding turn. A “percentile” (0-99) die roll is made and compared to that side’s “Ammo” level (turn on the Unit List to display this number; hot key **U**). A supply check die roll equal to or less than the friendly Ammo level means that the unit does not run low on supply for that turn. If the supply check die roll is greater than the friendly Ammo level, the combat unit can then check to see if it can be resupplied by its HQ.

If a unit’s “parent” HQ is not present on the map the unit must depend solely on (re)supply by the base ammo level for its side; it will not be able to also to make a second check based on the distance for its non-existent HQ.

**Isolated:** An Isolated unit can not be resupplied (nor provide supply if such a unit is an HQ) until it is no longer Isolated. At the beginning of your turn, the Command Report may report that one or more units are Isolated. Basically, a unit is Isolated if it has been cut off or surrounded by enemy units.

**Resupply by HQ:** HQ can only provide supply to units under their command “umbrella” (to quickly check what units a battalion HQ “commands”, select that HQ and press the “Highlight Organization” toolbar button). All units that are commanded by that HQ will be highlighted. If a unit fails its inherent supply check (see “Supply”, above), the program then checks that unit’s distance from its HQ and makes another supply check. If a platoon’s “parent” (i.e., battalion) HQ is not on the map, the program will search the map for other HQ commanding that unit; e.g., the unit’s regimental or divisional HQ. Basically, the closer such a unit

## Playing a Scenario

is to its HQ the better the chance of it being resupplied by that HQ. If in the same hex as its HQ (and that HQ is “in supply”), the unit will be resupplied automatically.


As a unit's range from its HQ increases, the chance of it being successfully resupplied decreases. At the ranges listed below a unit has a 50% chance of being resupplied by its HQ. A unit can still be supplied at ranges much greater than what is listed, but (again) the chance of resupply decreases as the unit's range from its HQ increases.

<u>HQ Type</u>	<u>Range in Hexes</u>
Army/Corps HQ: . . . . .	infinite
Division HQ: . . . . .	30
Brigade HQ: . . . . .	15
Regiment HQ: . . . . .	15
Battalion HQ: . . . . .	8

HQ are never able to provide supply on any turn following a turn in which that HQ changed its location (this simulates the HQ having to re-setup and reestablish communications). Besides that, each HQ (exception: Army & Corps) must also make a supply check at the beginning of each turn. Like a normal combat unit, the HQ first checks simply against the Ammo level for that side; if that check is not passed the HQ then makes another supply check based on the distance from its “parent” HQ.

**Example:** If a Battalion HQ fails its initial supply check (the check made against that side's Ammo level), it then makes a supply check based on the distance from its parent (in this case, regimental) HQ. If that Battalion HQ is 15 hexes from its parent regimental HQ, it has a 50% chance of passing that supply check.

**Effects of being Low on Supply:** A combat unit that attacks using *Direct Fire* will only attack a number of times equal to its Strength Points divided by two, fractions rounded up (keep in mind that such a unit normally is allowed a number of attacks equal to the number of Strength Points it has). A Low-on-Supply *artillery* (indirect fire) unit cannot attack (this actually represents that battery not receiving proper fire orders, or a breakdown in communications or it being used to support other units in a nearby battle). A Low-on-Supply HQ is unable to provide supply to other units under its command. Note: that units are never *out* of supply, a unit that is low on supply can still attack, albeit at reduced effectiveness (Exception: indirect fire units). Any Low-on-Supply unit that assaults does so at 3/4 effectiveness.

 A unit that is low on supply is indicated by a “hollow” bullet icon near the top of the icon bar along the left side of the Unit Info List. To highlight all friendly units that are low on supply, from the “Display” pop-down menu select “Highlight” then “Units/HQ Low on Supply”. All affected units will be highlighted. Depending on the map size, you may want to zoom out to locate all the affected units.



### How to Win

Victory in a standard (i.e., *non-campaign*) scenario is determined by the number of victory points your side has amassed at the end of the scenario. Victory points are scored in three basic ways:

**1) Control of Objectives:** Certain hexes on the map are deemed important enough such that the side that controls them at scenario end gains extra victory points. Each on-map objective hex is designated by a special marker (this varies, depending on map view). On the 3D map views objectives are marked by rectangular “plaques”; on the 2D map views objective hexes are marked by oval or circular symbols. Regardless of the map view the objectives are always color-coded to the current controlling side (gold for Russian, blue for German). Furthermore, on all views but the 2D zoom out the objective markers also list the victory point value of that objective. The victory point value for that objective is awarded to the side controlling that objective at the conclusion of the last turn of the scenario. Note that objective markers are “on” by default. To toggle them off or on, press the “O” hotkey. To quickly review the objective hexes in a scenario, select “Objectives...” from the “Status” pop-down menu (you might find it beneficial to first switch to the 2D normal or 2D zoom out map mode before doing this). Clicking on the objective listed in the dialog will scroll the map to that objective. At the start of a scenario each *non-exit* objective is controlled by one side or the other (most objectives are usually controlled by the defending side). Control of an objective (exception: “exit objectives” cannot be controlled) is awarded to the last side to occupy that hex with a combat unit (one capable of direct or indirect fire, even if such a unit is currently a passenger or rider). Leaders and unarmed transport units cannot claim control of an objective.

**2) Elimination of enemy strength points:** Victory points are scored for each strength point of an enemy unit eliminated (depending on the victory point value of that SP). To view the current number of victory points scored due to elimination of enemy strength points, select “Victory...” from the “Status” pop-down



menu. The number in the “Total [side] Point Loss” window is the number of victory points scored in this manner. For a more precise breakdown of the exact type of losses inflicted, and their point value, select “Strength...” from the “Status” pop-down menu. The windows on the right side of this dialog list the number and type of each strength point eliminated (and, in parentheses, the VP value of each such SP).

**Example:** The right window of the Strength Dialog might contain “5 [3VP]PzKpfw IIIIF”, which would indicate that five strength points of PzKpfwIIIIF tanks have been eliminated, each worth 3 VP each, for a total VP gain for the Russians of 15.

To find the VP value of the SP of a unit, select that unit and press the **F2** key to access the Unit Handbook (keep in mind that this VP value is per strength point, not the total VP value of the unit).

**3) Exit Objectives:** An objective *initially listing a value of “0”* is an “exit objective” for the side corresponding to the color of the objective. Each unit of that side exited from such an objective is worth victory points to that side. To exit a unit from the map (whether from an objective hex or not) move the unit into the map edge hex, select the unit, then select “Remove From Map” from the “Units” pop-down menu. As units are exited off an exit objective the current number of victory points exited from that objective are immediately tallied and reflected by the new number shown on that objective. (Note: If a unit is removed from the map edge hex that is not an exit objective no victory points are awarded, but neither does the exiting side lose victory points for such a removed unit; this is a way to deny victory points to your enemy if the unit has no recourse but to exit.) A removed unit cannot be reentered during that scenario.

### **Victory Conditions**

The Objectives, when added to the casualties inflicted in the scenario, will determine the level of victory for each army. (Exception: Victory in campaign game scenarios is determined differently.)

The overall victory conditions apply to one side in the battle, typically the side that

starts the battle. The “first side” has its objective points added to enemy point loss then subtracts the point loss for their army to determine the total number of victory points. To check the current level of victory in a non-campaign game scenario, select “Victory” from the Status pop-down menu.

A scenario does not automatically end when one side achieves a Major Victory (or Major Defeat); the level of victory may change during the course of play as casualties occur and Objectives change hands. Only the level that exists at the *end* of the scenario applies for determining the winner.

Any of five levels of “victory” are possible for the First Side:

- A **Major Defeat** is declared if the point total is less than or equal to the total listed for “Major Defeat” in the Victory Dialog.
- A **Minor Defeat** is declared if the point total is greater than the total listed for “Major Defeat”, but is less than or equal to the total listed for “Minor Defeat” in the Victory Dialog.
- A **Draw** is declared if the point total is greater than the total listed for “Minor Defeat”, but is also less than the total listed for “Minor Victory” in the Victory Dialog.
- A **Minor Victory** is declared if the point total is greater than or equal to the total listed for “Minor Victory”, but is less than the total listed for “Major Victory” in the Victory Dialog.
- A **Major Victory** is declared if the point total is greater than or equal to the total listed for “Major Victory” in the Victory Dialog.



## V. Campaign Game

A Campaign Game is a series of linked, randomly-generated scenarios played following an historical path. There are a variety of campaigns to choose from, each of different length and at differing periods of time during World War II.

To start or resume a Campaign Game select "Play Campaign" from the Main Menu screen.

At the Campaign Commanders Screen you can choose to start a new campaign, resume a current campaign, or delete an old commander (i.e., campaign game) that you no longer wish to use.

If you choose to start a new campaign you will be taken to the New Campaign screen.

At the New Campaign Screen you will choose which nationality you want to play and the size of your command (battalion, division, corps, etc.).

You will also choose which Campaign you wish to go through.

- Operation Barbarossa - North
- Operation Barbarossa - South
- Operation Barbarossa - Central
- Operation Typhoon
- Moscow Counteroffensive
- Case Blue
- Citadel and Beyond
- Operation Bagration

Details on each Campaign are displayed, as well as the region of the Eastern Front the campaign takes place in, and the time frame of the war that will be covered.

When you are ready to proceed you will choose a character name and portrait for your commander.

Next you will be presented with a number of windows (depending on the size of the command you selected) presenting you with "organization" selections. Highlight the desired selection and click the OK button.

Then you will be taken to the Character Screen.

At the Character Screen you will be informed of your rank, decorations, and other important information about your character.

From the Character Screen you will be able to start your first Campaign scenario. You will be given your first mission of the campaign.

Playing a Campaign scenario mission is the same as playing regular scenarios.

To resume a Campaign scenario select Play Campaign from the Main Menu. At the Campaign Commanders Screen you can cycle through the commanders that you have already created and find the commander of the campaign you wish to continue.

## VI. Designing Your Own Scenarios

So, you've played through a campaign, and played all the scenarios we designed. Now you think, that doesn't look too hard. These guys don't know what they are doing. I can design scenarios better than that. Well, here is your chance.

There are 4 parts to designing your own scenarios:

- 1) Laying out your Map
- 2) Laying out your Order of Battle
- 3) Laying out your Scenario
- 4) Testing your Scenario

It is not required for each scenario that you create that you follow all 4 parts. If you have already created a map or Order of Battle that you really like, and wish to use it in a different scenario that you will create you can use that and save yourself a step or two.

In each Editor the Menu Bar will be displayed across the top of the screen. Many functions for each editor can be accessed from the Menu Bar. For details on each menu and their functions refer to the General Help file in the Help Menu on the Menu Bar.

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### Laying out your Map

At the Main Menu Screen, select Edit Map.

The overall Map Editor screen will appear.

At this screen you can provide the Editor with overall information on how you would like your map to appear.

The Editor will then create a random map based on the details you provided.

You may still edit the map further once the map is created.

This allows you to save some time and not have to define the terrain for each individual hex.

If you would still like to create each individual hex, make the map with zero for each terrain. Your map should then be created as a blank area of land that you can then "terraform."

Once you are finished selecting the effects you want on your map, press Make Map.

### Editing your Map

Now you are taken to the *East Front* Map Editor. Here you can play around with all the different terrain types and hex sides and create your map the exact way you want it to appear.

By default, the Map Editor starts in the 2D Normal view. You will probably find that it is easier to create maps in this mode. However, you can change the view at any time to whatever you find easiest to create in.

The entire map can be "rotated" 180 degrees (thus allowing you to view it with its "top edge" at the "bottom"). It is a wise idea to plan the layout of your map so that the opposing forces will end up being situated roughly along the top and bottom edges. Thus, a player can always view his units along the "bottom" edge, "facing" the enemy along the "top" edge.

## Map Dimensions

You may have decided that the original dimensions you selected for your map were not large enough, or too large depending on the overall scenario you wish to create. To change the size of your map select the Extent menu in the Menu Bar, then select Resize. Type in the desired width and height of your map, in hexes.

**Note:** Since a map can be rotated there is a restriction that confines each map to having an even number of hex columns; i.e., you can't have a map-width of 27 or 31 hexes.

## Map Elevation

You can also change the base elevation and adjust the elevation change delta. To change these values, select Values in the Menu bar, then select Elevations. For delta values, select the value in meters. It is suggested that you use a 10m or 20m elevation change delta for most maps.

You can raise or lower the base terrain by selecting Extent in the Menu Bar, then selecting Raise or Lower. It is suggested that you make your base terrain the same level as the most common elevation level of your map.

Next you may wish to adjust your map's elevations (hills, gullies, etc.). To change a hex's elevation select the appropriate number from the Elevations menu in the Menu Bar.

**Note:** To numerically display the elevation of all hexes, select Display in the Menu Bar and choose Map Elevations. When setting elevations, it is suggested all elevation breaks be a maximum of two or less (though most breaks should still only be a height of one).

## The Tool bar

Okay, so the map the computer generated is not exactly what you wanted and you need to alter some hexes. The icons on the Tool bar will allow you create the map the exact way you want it.

**Note:** To move freely around the map without changing any hexes use the "None" Tool on the Tool bar. This allows you to examine an individual hex without making any changes. If you accidentally change a hex you can always use the "Undo" Tool to return the hex to its original state.

Each Terrain type and Hexside type are displayed on the Tool bar. Select the Terrain you wish to place, then select the hex that you wish to have that terrain. For hexsides, select the hexside type you wish, then click on the hexside you wish to have it on.


You can remove a terrain type you have placed by right-clicking on the hex. This will return that hex to a Clear terrain.

You can also use the Tool bar to name or label certain areas of your map for Landmarks.

If you wish to "fill" in large areas of your map with one particular terrain type or elevation there are two "fill" features that you can use:

**Cluster Fill:** Hold down the SHIFT key when left clicking a "full hex" terrain type on the map to fill in the clicked-on hex, as well as all adjacent hexes. This does a 7-hex "cluster" fill.

**Rectangular Fill:** Hold down the CTRL key after selecting the upper/left corner; then while continuing to depress the CTRL key, click on the lower/right hex to have the selected terrain type fill in.



After using either Fill feature, you may want to “touch” them up so they do not look like they are placed on the map in a pattern. Usually adding or removing some terrain hexes to the outer edges make the terrain look more natural.

If you wish to create a bridge, placing a road across water will automatically create a bridge. Damaged and Pontoon bridges can only be created in the Scenario Editor.

### **Saving the Map File**

So, you finally have the map just the way you like it. Time to save it, if you haven’t already.

From the File menu in the Menu Bar, select Save.

When the Save As window appears, type in the name for your map.

Your map file will be saved with the extension .map.

Once you have completed and saved your map you can leave the map editor by selecting File in the Menu Bar, and then selecting Exit.

---

## **Laying Out your Order of Battle (OOB)**

Now you have created your wonderful map. You are awestruck by its beauty and want to start a battle on it.

The next step to creating your perfect scenario is to select the units that will be available to your armies. It is a good idea to have some familiarity with the organizations that you wish to include in your scenario. Once you locate them in the OOB editor, you can create an OOB using those “org” (organization) types.

The first step in setting up your OOB is to set the Date. This date can be the same as your scenario’s date, however, you may want it to be a few month prior your battle, so that the proper org’s will appear. You may need to experiment with the date so that you will get what you need listed in the org lists. Set the date (month and year) with the pop down boxes on the Tool bar.

Note: For accuracy in your scenarios, the date is very important. Setting the proper date ensures that only units that were available at that period of the war are available in your scenario.

### **Locate your Organizations**

The list displayed in the left-hand “Available Units and Organizations” column lists all the different organizations available, from Platoons to Corps. You will most likely want to be selecting regiments, brigades, and/or divisions, depending on your scenarios size. Each nationality’s orgs are grouped together, and by size.

To see all the units in each organization type for each nationality, click on the box with the “+” to the left of the organization.

### **Adding Units to Your OOB**

Once you have located the organization you wish to add to your OOB, highlight the org’s name by clicking on it.

Selecting Add Unit/Org (Auto) on the Tool bar will place the org highlighted in “Created Units and Organizations” column (where all units of your scenarios org will be listed). This will automatically assign a random organizational number(s) to that org if it is battalion-level or higher.

Selecting Add Unit/Org (User) on the Tool bar will also place the org highlighted in the “Created Units and Organizations” column, but will allow you to assign a specific organizational number to that org. (i.e., use this method of adding an org if you know that you want the 389th Rifle Division added to your org, not just any rifle division. You will also have to select all the units otherwise chose randomly chosen by the computer.)

Note: Using the Add Unit/Org (User) on the Tool bar for a Division or higher org will also require that you input names for the lower orgs of that organization (e.g., the regiments of a division).

### Placing Commanders in Your OOB

You can manually add a commander (leader) to any org from company on up. To do so, open that nationality’s “platoon” list on the left side of the screen and scroll down to the bottom of the platoon list until you see the various “commanders”.

Note: a “S” leader is better than a “I” leader; also, if the org you wish to add the commander to is “motorized”, you should add a “mot.” leader type).

To add the Commander to the unit you desire, highlight the Commander in the “Available Units and Organizations.”

Select Add Unit/Org (Auto) button on the Tool bar to add the leader to the “Created Units and Organizations” column.

Use the Move Unit/Org Up button on the Tool bar to move the leader until he is listed directly under the unit you wish to incorporate the leader into.

Use the Lower Unit/Org button on the Tool bar (with the leader highlighted). This will place the commander into the unit directly above him.

### Customizing your Organizations

If you wish to make your own custom orgs by say, adding in a certain battalion type into a regiment, you can do this similar to adding a Commander. It is recommended that you use an “Ad Hoc” formation when creating your own custom orgs. These are typically located at the bottom of the Available Units and Organizations section for the type of org you wish to create.

To add the Unit to the org you desire, highlight the Unit in the “Available Units and Organizations.”

Select Add Unit/Org (Auto) button on the Tool bar to add the unit to the “Created Units and Organizations” column.

Use the Move Unit/Org Up button on the Tool bar to move the unit until it is listed directly under the org you wish to incorporate the unit into.

Use the Lower Unit/Org button on the Tool bar (with the unit highlighted). This will place the unit into the org directly above him.

### Finishing Your Order of Battle and Saving It

Continue adding orgs (for both sides) until the “Created Units and Organizations” column on the right side of the screen contains all of the units/orgs you will need in your scenario.

If you later find out that you did not include a unit or org that you needed for your scenario, you can reopen the .org file in this editor and add the unit.

So you have completed your OOB and want to save it.

From the File menu in the Menu Bar, select Save.

When the Save As window appears, type in the name you would like to use for your OOB.

Your OOB file will be saved with the extension .org.

Once you have completed and saved your OOB you can leave the OOB editor by selecting File in the Menu Bar, and then selecting Exit.

---

## Laying Out Your Scenario

Okay, now that you have finished your map and OOB, you can start creating the actual scenario that you would like.

Upon starting the Scenario Editor you will be prompted to choose one of the preset scenarios already in the game, from the Open Dialog. Cancel this command immediately. Though you can edit the preset scenarios in the game, it is highly recommended that you do not as it may alter how they function. If you do edit a scenario you may need to reinstall the game to have it work properly in the future.

Once the Open Dialog is closed go to the File menu in the Menu Bar and select New to start a new scenario. You will then be prompted to insert the names of the maps and the OOBs that you created.

First you will be taken to the Header Dialog.

The **Header Dialog** is used to establish certain information about the scenario.

The Title of the scenario is what will be displayed in the caption of the main program when the scenario is being played. The default title will be East Front.

The Visibility value determines the maximum distance in hexes that can be seen during the scenario.

The Length value is the length of the scenario in turns.

The First Side (generally, the attacker) value determines which side moves first in each turn.

The Air value determines the number of air points available to a side during the scenario.

The Ammo value determines the percentage chance that a unit on a side will be low on ammo after firing.

The Smoke value determines the number of times smoke can be fired by a side.

The values Major Defeat, Minor Defeat, Minor Victory, and Major Victory determine the victory results of the scenario. The main program calculates victory points for a battle based on objectives and losses for both sides. If the victory points for the first side fall below the Major Defeat value, then the first side receives a Major Defeat for that battle. If

the victory points fall between Major Defeat and Minor Defeat, then the first side receives a Minor Defeat. If the victory points fall between Minor Defeat and Minor Victory, then that battle results in a draw. If the victory points fall between Minor Victory and Major Victory, then the first side receives a Minor Victory. The the victory points is greater than Major Victory, then the first side receives a Major Victory for that battle.

The A/I values determine the aggressiveness of a side when it is played under the control of the computer. These values range from 100 (most aggressive) to 0 (least aggressive). It is recommended that the army you wish to "attack" be set to 100 and the unit you wish to defend to hold a lower setting, perhaps 20 or 30.

**The Conditions Dialog:** The Conditions Dialog will then appear so you can establish the environmental conditions for the current scenario.

The Ground selections are Normal, Soft, Mud, and Snow. Ground conditions affect movement during the battle.

The Water selections are Normal and Frozen. Frozen water hexes are treated as open hexes during the battle. Streams and minor rivers become gullies.

The Tree selections are Normal, Brown, Barren, and Snow. These selections are purely graphical and do not affect the battle.

The Field selections are Normal, Plowed, and None. Normal field conditions affect line-of-sight during the battle, while normal and plowed field conditions affect movement.

**Description Dialog:** The Description Dialog is used to enter a description of the scenario. This description is displayed by the front-end program in the scenario selection screen.

Note: If you also wish to include a picture for your new scenario, one that will be displayed at the Scenario Menu screen you can insert the picture with the name of your scenario and a .bmp extension. For example: Kursk.bmp. The dimensions of the picture you select will need to be 256 pixels wide by 125 pixels high. Place the .bmp file directly into your East Front directory after you have created your scenario.

**Forces Dialog:** The Forces Dialog is used to place units on the map or to add them in the form of reinforcements. If the Forces Dialog has been closed, it can be reopened using the Units Menu in the Menu Bar.

The Forces Dialog displays all available forces for a scenario. The units displayed in the Forces Dialog come from the selected organization file. When units are placed on the map or specified as reinforcements for the scenario, they are removed from the units displayed in the Forces Dialog.

## Placing Units on the Map

To start placing the units for your scenario on the map, find the unit you want in the Forces Dialog. With the unit highlighted in the Forces Dialog, right click on the hex you wish to place them. Once that unit is placed, the next unit in the Forces Dialog will be highlighted. Continue to place all the units until you are satisfied with the units on the map. Not all the units in the Forces Dialog need to be placed in the scenario. You can use the Tool Bar to adjust the facing of the unit. Once the facing is set for one unit, all subsequent units will have that facing, until the facing is changed again.

## Placing Reinforcements

If you wish to have some of the units in the Forces Dialog appear as Reinforcements you must place them on the hex you wish them to enter (which should be along the edge of the map). Once the units are placed, select the unit by double clicking on it, then go to the Settings Menu on the Menu Bar. Choose Add Reinforcements to have the Reinforcement Dialog appear. In the Reinforcement dialog you can set the turn number in which the unit will arrive and the percent chance that the unit will arrive at that time.

**Note:** When selecting transports to arrive with their passengers as reinforcements, you will first need to load the passengers onto the transport, then you can select to have them arrive as reinforcements.

## The Tool Bar

The Tool Bar will allow you to set different types of hex fortifications, place Pontoon bridges, set your Objective hexes, and set the condition (fixed, fatigued, etc.) of your units in the scenario.

## Adjusting your placed units

After you have placed your units on the map (or while you are placing the units) you can use the Tool Bar to set the condition of the units. You can set up units as fixed, fatigued or disrupted, and adjust their starting Action Points, Morale or Strength. You can also rotate or remove units with the Tool Bar.

To adjust any of the values or status of a unit you must select the unit by double clicking on it. You can then use the Tool Bar icon to adjust the value or status.

**NOTE:** Though you can adjust Action Points, Morale and Strength they can never go above their nominal level from the OOB you created.

When setting Fixed Units you will need to set up when they will be released in the scenario. To set up the release time of a fixed unit or units, select the Settings menu in the Menu Bar and select Add Release. This will open the Add Release Dialog. In the Add Release Dialog you can select the individual unit, or company or all fixed units and set the time of their release. Highlight the unit or units you want to release in the Add Release Dialog, then select which turn they will be released, as well as the percent probability that they will be released at that time. Once set you can check your releases or delete a release in the Settings menu in the Menu Bar, under View/Delete Releases.

## Setting your objectives

Each scenario must have objectives for the armies to try and take or defend. To set up an objective hex, click on the hex that you wish to give an objective value to. Click on the Objective icon on the Tool Bar to bring up the Objective Dialog. Select which side currently controls the hex and set the point value for the hex. Selecting a point value of zero will cancel the Objective hex.

To create an Exit Objective Hex, select a hex on the map edge and assign it to the side you wish to have exit from that point. Then define the point value for the Objective has -1. All eligible units that exit from that hex will increase the value of it while the scenario progresses.

### Finishing and saving your scenario

Now, you have placed all your units, set up your reinforcements and objectives, and feel that you are ready to test this scenario out. Go ahead and save it and give it a try. If you find something that you do not like, you can always reenter the editors and change them.

When you have completed your scenario and want to save it.

From the File menu in the Menu Bar, select Save.

When the Save As window appears, type in the name you would like to use for your scenario.

Your scenario file will be saved with the extension .scn.

**NOTE:** It is a good idea for you to save your map, your order of battle and, eventually, your scenario file, all with the same name. The computer will automatically add the proper extension.

For example, if you are creating a Kursk scenario, save your map as Kursk.map, your order of battle as Kursk.org and your scenario file as Kursk.scn.

Once you have completed and saved your scenario you can leave the editor by selecting File in the Menu Bar, and then selecting Exit.

## VII. Multiplayer Modes

TalonSoft's *East Front* has a variety of multiplayer modes so you can crush your best friend or enemy. All Multiplayer Games require that both players have the CD of *East Front* in the drive for each computer.

### MODEM CONNECTIONS

Internet, Modem and Serial (Null Modem) connections are all started as Modem games. You can either begin the game as the Modem Host or the Modem Caller.

### INTERNET TCP/IP PLAY

Prior to beginning an Internet game of *East Front*, the Host Player should ensure that he has a valid TCP/IP connection established on his computer. Typically this is a service of your Internet Service Provider.

Once connected, you will need to run winipcfg.exe from your Windows directory to find out your current Internet address. The easiest way to do this is at the Run command in the Windows 95 Start Menu type C:\windows\winipcfg.exe. You will looking for the IP address. **Note:** Typically this address is changed by your Internet Service Provider each time an Internet Connection is established.

The Modem Host player should then provide the Modem Caller player with the IP address prior to launching *East Front*. This can be done by calling the Caller on a separate line, by sending the address through E-Mail, or by using an Internet "Chat" program.

1. Select **Play a Scenario** from the **Main Menu** screen.
2. Select the **Modem** option from the **Scenario Type Menu Screen**.
3. The Modem Host should select a new scenario or resume a previously saved game.

4. The Host will then be prompted for the type of Direct Play connection, choose Internet Connection.
5. The Caller should connect and provide the appropriate IP address when prompted.
6. At this point, both players will have a Communication Dialog and play will start or continue similar to a standard game.

### MODEM AND SERIAL CONNECTION PLAY

You can use this connection to play over a modem or by a direct serial connection (also known as a null modem).

The Modem Host will begin a game and choose the scenario to be played. When prompted he will be asked which type of connection will be used for play. Choose the appropriate connection and enter the necessary settings.

The Modem Caller will start the game and choose Modem Caller. When prompted he will also select the type of connection you have and enter the appropriate settings or phone numbers.

### NETWORK IPX PLAY

You can use this connection to play over a local area network.

The Modem Host will begin a game and choose the scenario to be played. When prompted he will be asked which type of connection will be used, choose IPX play.

The Modem Caller will start the game and choose Modem Caller. When prompted he will also select IPX play and when prompted select the *East Front* game.

### PLAY BY E-MAIL

#### To Start a PBEM Game...

1. Select the **Play By E-Mail** option from the Scenario Type Menu Screen
2. Select Start New Game.
3. The Scenario Screen will then appear. Choose the scenario to be played.
4. When the map appears, choose the local side (i.e., the side *you* will play) and whether or not Fog of War will be used. You can also set the Advantage and Optional Rules at this point. Then Select "OK", and proceed with play.
5. When the first phase under the control of the other side begins, you will see a message that local control is over. You will be prompted to save the game (note that it must retain a ".bte" extension) and E-mail the saved-game file to your opponent.

#### To Resume a PBEM Game...

1. To resume a Play By E-mail game, *you must download the file into the East Front directory.*
2. Then double-click on the *East Front* main program icon and select the PBEM option from the Scenario Type Menu Screen.
3. Select Resume Saved Game.
4. When the Scenarios Menu Screen appears, Select the appropriate module. Select the proper PBEM battle file and click the "OK" button.
5. After the map and scenario are loaded, you will be given an option to see a "Replay"

of your opponent's most recent moves/attacks. After the Replay is finished (or if you choose not to view it), the next phase begins and play resumes. At the end of local control, a prompt to E-mail the file will appear.

The same procedure is followed to play the remainder of the game, with each player alternately playing and E-mailing the game to his opponent.

### TWO PLAYER HOT SEAT

If you have an opponent you just want to crush and they don't have a computer or you want to play on the same computer you can use the Two Player Hot Seat option. With the Two Player Hot Seat Fog of War will be in effect for both sides.

To start a game with the Two Player Hot Seat option follow the same procedure as beginning a regular scenario, except when you are in the Scenario Type menu screen you will choose Two Player Hot Seat.

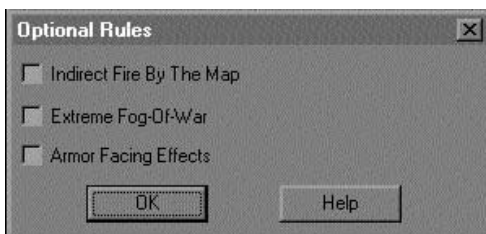
Once the scenario begins, the person playing first will be prompted to begin his turn. Player one will proceed with his turn just like a normal game. When the player has completed his turn he will click the Next Turn icon on the Tool Bar and player two will be prompted to begin his turn.

The players will continue to go back and forth until the game is completed, or they wish to take a break and save the game. Note: All Two Player Hot Seat saved game files are saved with the extension .bt.

## VIII. Appendices

### Optional Rules

Some optional rules are available to add variety to gameplay. Once the game begins, the player can select the rules at the A/I selection screen.



Once the Optional Rules have been decided for a scenario they can not be changed.

**Indirect Fire by the Map** allows you to target Indirect Fire on hex's that are not in the Line of Sight of units on your side. Such fire is subject to reduced effectiveness and possible drift into another hex. Drifting can be up to 2 hexes away.

**Extreme Fog Of War** further modifies the Fog of War effects. Names of enemy units and their strength are hidden, unless they are in clear hexes. Furthermore, Assault Odds will be unavailable.

**Armor Facing Effects** only applies to Direct Fire against armored targets. Fire is modified according to the direction of the attack. The fire value of units fired upon from their 3 forward hexes is reduced. The fire value is increased if they are fired upon from their rear and rear flank hexsides.

## Credits

Game Design & Concepts: Jim Rose

Executive Producer: Jim Rose

Producer: Bob McNamara

Research: Bob McNamara, Joseph Hummel & Charles Kibler

Unit Handbook: Lee Jordan & John "J.D." Warfield

Programming: John Tiller, Jamie Nash & Neale Davidson

Art Director: Stephen Langmead

Game Graphics: Stephen Langmead, Tim Kipp, John Boettinger-Lang, Colleen Lodge,  
Brian Weber, Charles Kibler and Joe Amoral

Sound: Jim Rose

Opening Video Sequence: Tim Kipp & Brian Weber

3D Animation and Models: Tim Kipp

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would like to extend them special thanks for their time and efforts.

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Andrew Wagenhoffer

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their time and invaluable assistance.

## Special Note

TalonSoft is always striving to make our games better. We don't believe in just putting the game out on the shelf and forgetting about it. With this in mind many updates will be made in the future to make *East Front* the best game it can be. With each update some details and features mentioned in this manual may change, and others may be added. It is always recommended that you refer to the `readme.txt` to see the latest changes to the game.

**Hot Keys:** These following hot keys can be used in the Main program:

- F1** - Open Main program help file
- F2** - Open Unit Handbook
- F3** - Open Scenario Parameter Data help file
- F4** - Opens the Miscellaneous (platoon) Data File
- F5** - Opens the Weapons Data File
- Keyboard 1** - Display in 3D Normal mode
- Keyboard 2** - Display in 3D Zoom-Out mode
- Keyboard 3** - Display in 3D Extreme Zoom-Out mode
- Keyboard 4** - Display in 2D Normal mode
- Keyboard 5** - Display in 2D Zoom-Out mode
- Number Pad 0** - Load/unload unit
- Number Pad 1** - Move selected unit down and left
- Number Pad 2** - Move selected unit down
- Number Pad 3** - Move selected unit down and right
- Number Pad 4** - Turn selected unit counter-clockwise
- Number Pad 5** - Request air attack on Hot Spotted hex
- Number Pad 6** - Turn selected unit clockwise
- Number Pad 7** - Move selected unit up and left
- Number Pad 8** - Move selected unit up
- Number Pad 9** - Move selected unit up and right
- Delete** - Turn selected unit counter-clockwise
- Page Down** - Turn selected unit clockwise
- Home** - Move selected unit forward in hex
- End** - Move selected unit backward in hex
- A** - Brings up the arrival of reinforcements dialog
- C** - Toggle display of map's elevation "contour" lines
- F** - Brings up the release schedule for Fixed units dialog
- H** - Toggle display of hexes reachable by selected unit
- I** - Display scenario information
- M** - Toggle display of program menu
- N** - Advance to next unit to move or fire
- O** - Toggle display of objectives
- P** - Advance to previous unit to move or fire
- R** - Rotate map 180 degrees
- S** - Brings up the scheduled reinforcements dialog
- T** - Toggle display of on-map thermometers
- U** - Toggle display of Unit List
- X** - Exit Main program
- Up Arrow** - Scroll map up
- Down Arrow** - Scroll map down
- Right Arrow** - Scroll map right
- Left Arrow** - Scroll map left
- Space Bar** - Re-center map on current Hot Spot hex

